

Amendments to the Drawings

See Attached Drawings

FIG. 2

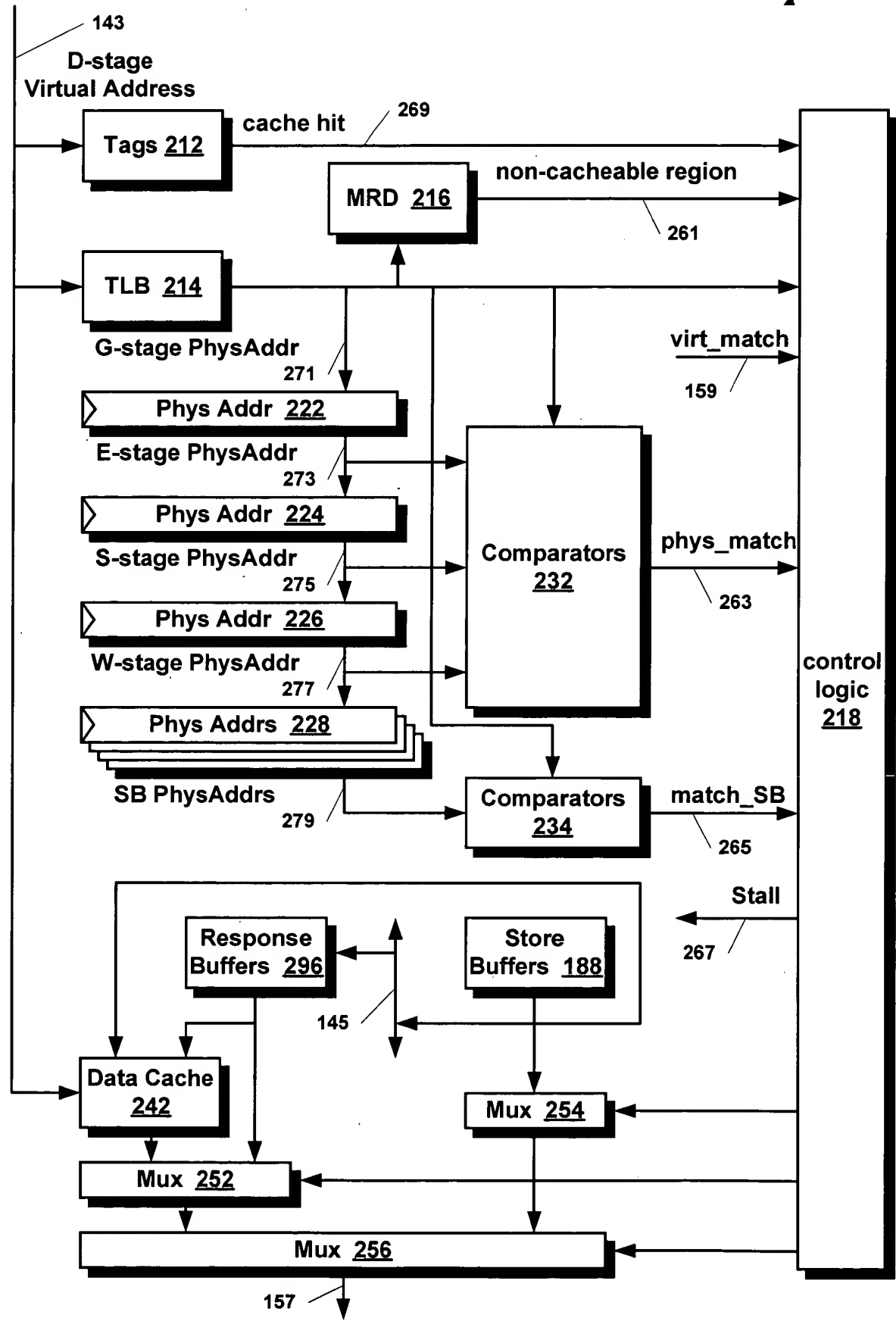




FIG. 3

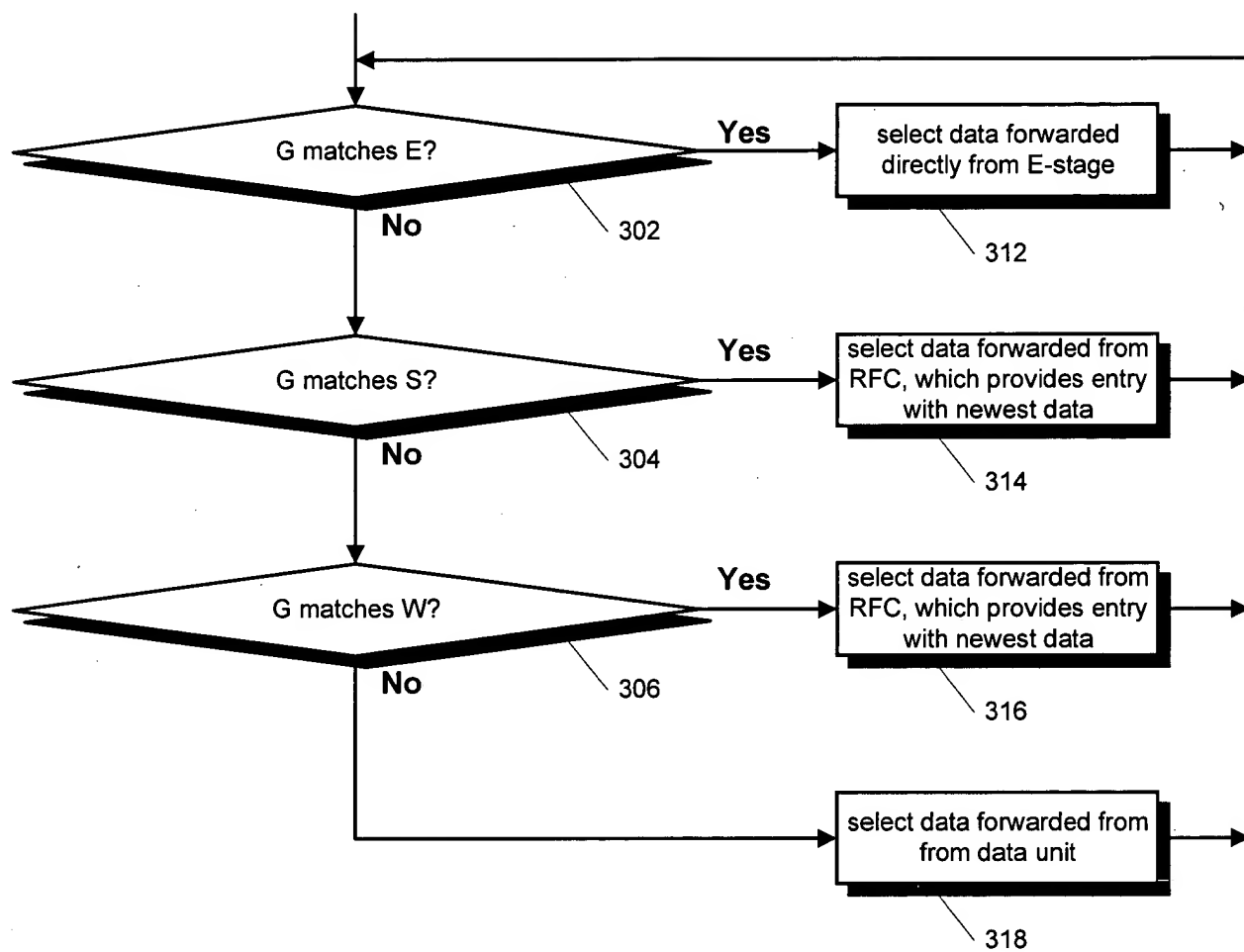


FIG. 4

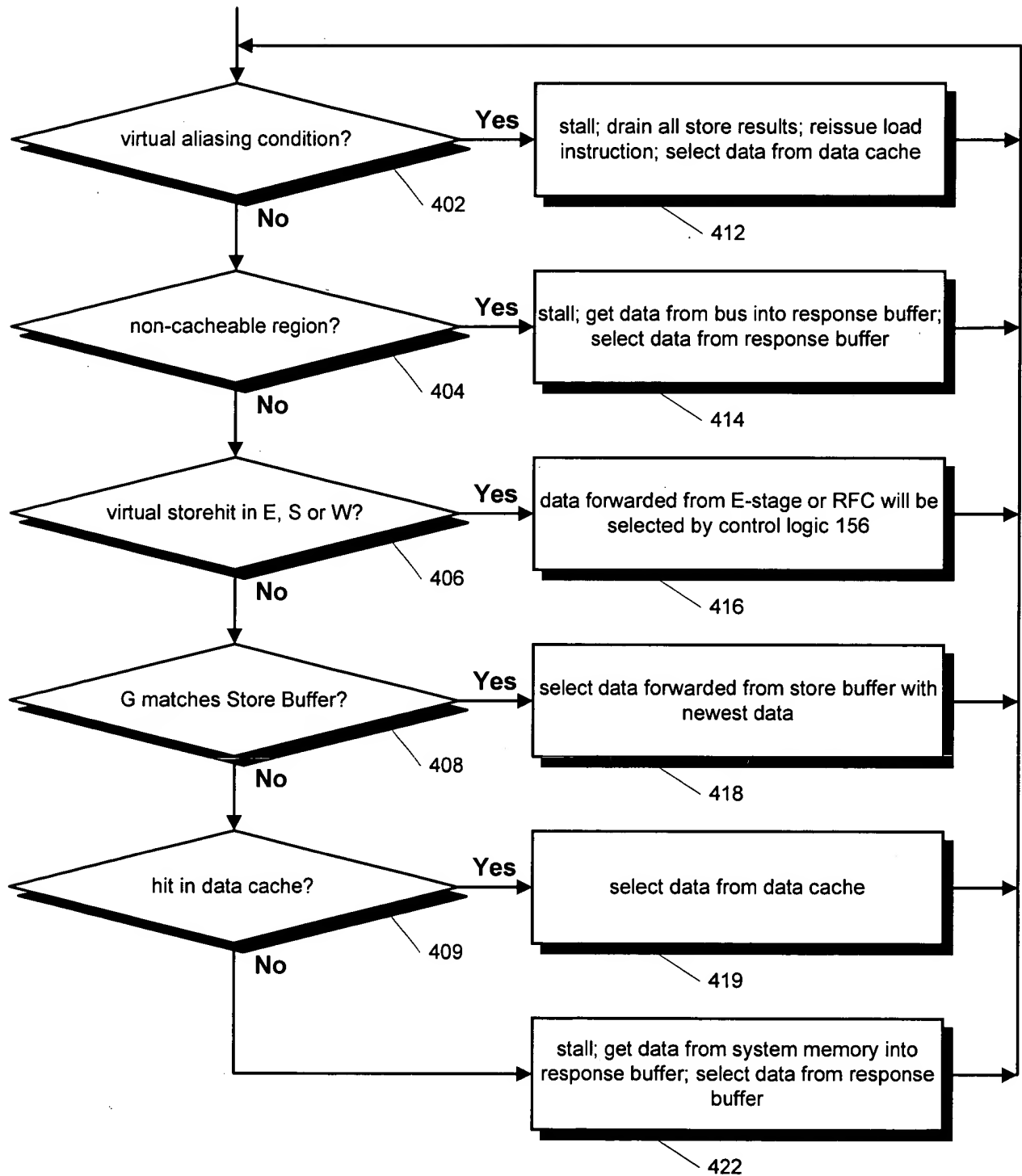


FIG. 5

Forwarding from RFC

Cycle	Address (A)	Data (D)	Sec'y Data (G)	Execution (E)	Store (S)	Write-back (WB)	Store Buffers (SB)
1	st [MA1], R2						
2	nop	st [MA1], R2					
3	ld R3, [MA1]	nop	st [MA1], R2				
4		ld R3, [MA1]	nop	st [MA1], R2			
5			ld R3, [MA1]	nop	st [MA1], R2		
6				ld R3, [MA1]	nop	st [MA1], R2	
7					ld R3, [MA1]	nop	st [MA1], R2
8						ld R3, [MA1]	

Note: The load/store instructions specify the same virtual load/store address.

Clock 4, E-stage: Result data destined for memory also written into RFC.

Clock 5, G-stage: Result data specified by load instruction forwarded from RFC.



FIG. 6

Forwarding from Store Buffer

Cycle	Address (A)	Data (D)	Sec'y Data (G)	Execution (E)	Store (S)	Write-back (WB)	Stor Buff rs (SB)
1	st [MA1], R2						
2	st [MA1], R3	st [MA1], R2					
3	add R4, R5, R4	st [MA1], R3	st [MA1], R2				
4	add R7, R8, R7	add R4, R5, R4	st [MA1], R3	st [MA1], R2			
5	sub R4, R5, R4	add R7, R8, R7	add R4, R5, R4	st [MA1], R3	st [MA1], R2		
6	sub R7, R8, R7	sub R4, R5, R4	add R7, R8, R7	add R4, R5, R4	st [MA1], R3	st [MA1], R2	
7	ld R9, [MA1]	sub R7, R8, R7	sub R4, R5, R4	add R7, R8, R7	add R4, R5, R4	st [MA1], R3	st [MA1], R2
8		ld R9, [MA1]	sub R7, R8, R7	sub R4, R5, R4	add R7, R8, R7	add R4, R5, R4	st [MA1], R3
9			ld R9, [MA1]	sub R7, R8, R7	sub R4, R5, R4	add R7, R8, R7	
10				ld R9, [MA1]	sub R7, R8, R7	sub R4, R5, R4	
11					ld R9, [MA1]	sub R7, R8, R7	
12						ld R9, [MA1]	

Note: The load/store instructions specify the same load/store address.

Clock 7, E-stage: Result data of first store instruction from R2 destined for memory written into first store buffer.

Clock 8, E-stage: Result data of second store instruction from R3 destined for memory written into second store buffer.

Clock 9, G-stage: Result data specified by load instruction forwarded from second store buffer.



FIG. 7

Speculative Forwarding with Correction Due to Virtual Aliasing Condition

Cycle	Address (A)	Data (D)	Sec'y Data (G)	Execution (E)	Store (S)	Write-back (WB)	Store Buffers (SB)
1	st [MA1], R2						
2	ld R4, [MA2]	st [MA1], R2					
3		ld R4, [MA2]	st [MA1], R2				
4			ld R4, [MA2]	st [MA1], R2			
5				ld R4, [MA2]	st [MA1], R2		
6				ld R4, [MA2]		st [MA1], R2	
7				ld R4, [MA2]			st [MA1], R2
n-1				ld R4, [MA2]			
n		ld R4, [MA2]					
n+1			ld R4, [MA2]				
n+2				ld R4, [MA2]			
n+3					ld R4, [MA2]		
n+4						ld R4, [MA2]	

Note: The load/store instructions specify different virtual load/store addresses that translate to the same physical address.
 Clock 5, E-stage: Data from data unit speculatively forwarded to E-stage load instruction.
 Clocks 5 through n-1, E-stage: Load instruction in stalled E-stage while store instruction data written to data cache.
 Clock 7, Store Buffers: Result data of store instruction destined for memory written into store buffer.
 Clock n, D-stage: Load instruction reissued within data unit.
 Clock n+1, G-stage: Load instruction generates hit in data cache.



FIG. 8

Speculative Forwarding with Correction Due to Access of Non-Cacheable Region

Cycle	Address (A)	Data (D)	Sec'y Data (G)	Execution (E)	Store (S)	Write-back (WB)	Stor Buff rs (SB)
1	st [MA1], R2						
2	nop	st [MA1], R2					
3	ld R3, [MA1]	nop	st [MA1], R2				
4		ld R3, [MA1]	nop	st [MA1], R2			
5			ld R3, [MA1]	nop	st [MA1], R2		
6				ld R3, [MA1]	nop	st [MA1], R2	
7				ld R3, [MA1]		nop	st [MA1], R2
n-1				ld R3, [MA1]			
n				ld R3, [MA1]			
n+1					ld R3, [MA1]		
n+2						ld R3, [MA1]	

Note: The load/store instructions specify the same virtual load/store address which translates to a physical address in a non-cacheable region.

Clock 6, E-stage: Storehit data from RFC speculatively forwarded to E-stage load instruction.

Clocks 6 through n-1, E-stage: Load instruction stalled in E-stage while data specified by load instruction is fetched from I/O device or system memory into a response buffer.

Clock n, E-stage: Data requested by load instruction selected from response buffer.

